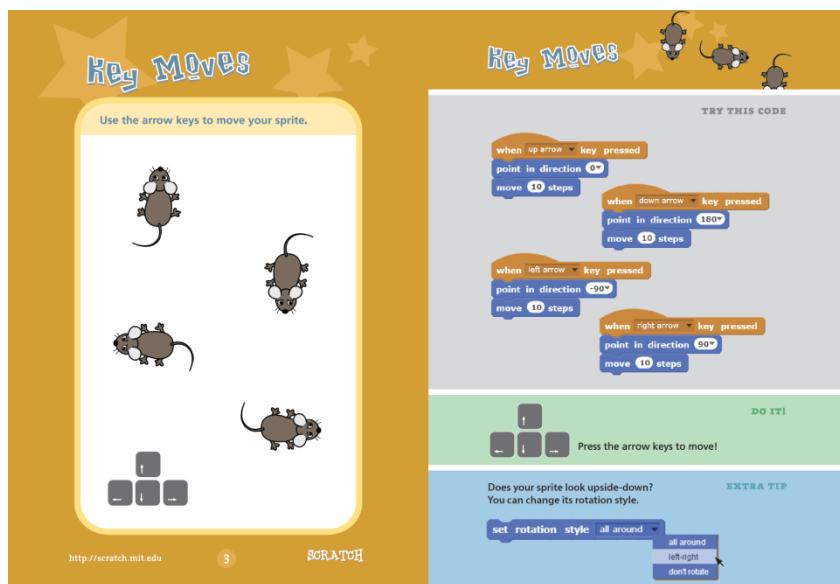


Scratch: Crafting a first project

Now your pupils are ready to learn in the most fun way possible: by playing and experimenting. Hand out the sets of **starter cards**, which show a basic coding procedure each, such as moving with the keyboard arrows, using a mouse to move, changing a character's colour and so on. Challenge your students to try out all the cards in the set.



You can download the English set of starter cards for free at http://www.capitaldigital.org/nl/scratch_starter_cards/

Now it is time to create a first project or game. Luckily, the Scratch website already provides a lot of cool example projects, that are quick to try out. Just like the basics, they come in fun, easy to follow project cards: <https://resources.scratch.mit.edu/www/cards/en/ScratchCardsAll.pdf>.



Download the cards, print them out around five times and put them in sorted stacks at the front of the classroom. Let every student pick a project that they would like to complete during this activity. From that point, it is just an easy ride following the instructions.

If a student finishes early, challenge them to either improve on the project they made (by adding a score, increasing the difficulty, changing the theme of the game ...) or to create a second, more difficult one.

At the end, allow for 10 minutes so that students can test each other's projects and have a quick discussion about what they learnt so far.

Tips & Tricks:

- Looking for more help on how to get started with Scratch? Use these resources on their website:
 - o Interactive tutorial: https://scratch.mit.edu/projects/editor/?tip_bar=getStarted
 - o PDF guide: <https://resources.scratch.mit.edu/www/guides/en/Getting-Started-Guide-Scratch2.pdf>
- Scratch also has a page with information specifically designed for teachers:
<https://scratch.mit.edu/educators/>

Materials:

- A computer or laptop for every pupils (if not possible, work in groups of two)
- At least 10 print out sets of the Scratch starter cards: free to download from
http://www.capitaldigital.org/nl/scratch_starter_cards/
- At least 5 print out sets of the Scratch project cards: free to download from
<https://resources.scratch.mit.edu/www/cards/en/ScratchCardsAll.pdf>
- Worksheet 3 for the brainstorming exercise
- Pens and pencils